The Hypernet Guide

Last updated: 4/27/2026 by Casper Sullivan

The intention of this guide is to provide an entry-level point of understanding for those looking to make money off the hypernet. Basics, best practices, and how to consistently make isk are all covered. Over course of 2024 me and a fellow corpmate made over 1T isk in total profit running nets.

Part 1: The Basics

1.1 Best Practices of the Net

The first lesson is this: Protect your capital. Losses can add up quickly, and most large items on the hypernet are marked up 40%+. If you have 100b and lose 50b, suddenly you need 100% gain to make up for that loss. The less isk you have, the harder it is to grow.

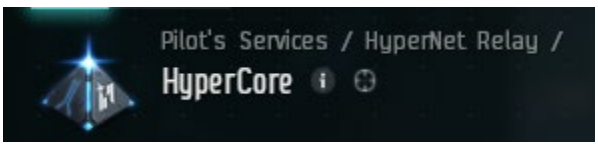
The 2nd lesson to consider is don't be desperate! Unless you're running a 500 billion+ hypernet, your loss from a net expiring will usually only be in the 1-10 billion isk range. While it may seem like a good idea to trade nodes with someone else's hypernet at the time, what happens if you don't hold your item *and* lose on their item? Suddenly a <10b core loss turns into a 50b trade loss.

3rd lesson is to do a little bit of market 'research' before hosting a net. If there are 7 other Nyx nets up and they're not moving, then maybe do a slightly lower price or wait until they close/expire. There's only so much isk that goes into the net (and plex sales are the best time to host large nets).

The 4th and probably one of the most important lessons is to remember that the hypernet has a small community of people who use it for income. The old saying "scratch my back and I'll scratch yours' really is shown here. It's always a wise idea to allocate 15-20% of your profit for gambling on other nets. Those who refuse to socialize or try to take advantage of others quickly find their nets not moving.

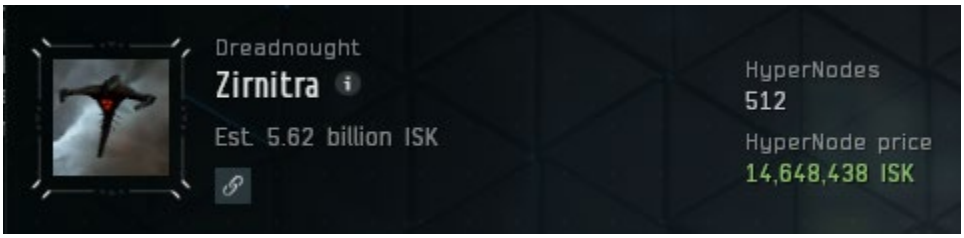
1.2 Hypernet Basics

There are a few basics that need to be understood before creating your own Hypernet. First, any net being created requires **hypercores**. These are a commodity that can either be bought off the regional market for ISK, or through the NES store for Plex. Depending on current NES store sales, you may get more core-per-isk if purchased with Plex instead of straight up ISK. When creating a net, one core per 10m ISK value is required (E.G: a 10,000,000 isk hypernet would require one hypercore, while a 100,000,000 net would require 10 cores).

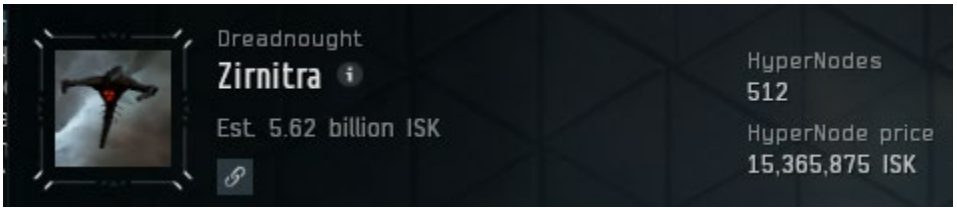


The next quirk you should be aware of is how the hypernet identifies different node price colors:

Well priced nodes show up as green. Any item with an estimated value should seek to have green nodes (<137% of est. value).

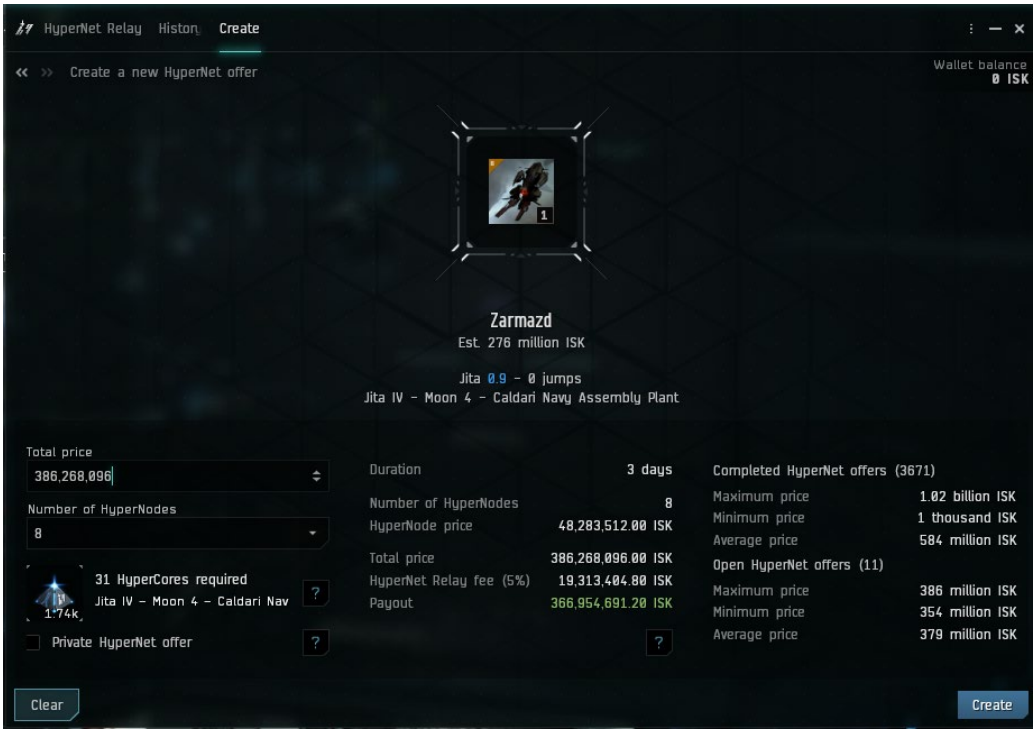


Average priced (or no est. price) nodes show up as white. This is usually caused by a markup greater than 140% over the est. value.



And poorly priced show up as red (no example, but you should get the idea). These nodes rarely move and should be avoided.

An item's estimated value is determined by its' recent sell orders. The estimated value is updated every Wednesday at downtime. When you go to create a net, as long as the ship/item you're using has an estimated value, there will be a 'total price' auto-filled. This is the recommended total price based on a ~37% markup that the game calculates.



For items that do not have an in-game estimated value, the default total price is set to 1,000. Some examples of items with no estimated value are super-capitals, uniques (AT ships), and blueprints. No estimated value means that no market orders have been filled since the previous Wednesday's downtime.

1.3 Best Items to Hypernet

For beginners, I would recommend sticking with ships in the 5-10 billion isk value range. This will allow you to grow familiar and build an understanding with minimal potential of loss. Navy Dreads, marshals, and jump freighters usually move well. Standard dreadnoughts move much more slowly and can be hit-or-miss, same for carriers. Force auxiliaries can move fast depending on location and node price.

Pirate dreadnoughts are in a weird place currently due to how CCP has adjusted build costs. At the time of writing this guide, Vehements are going for 22b, Caimans are going for 35b, and Chemosh are going for 55b. Not all players are aware of this wide spread in pricing, which can result in some players thinking your nets are overpriced, or even underpriced in the Vehement's case. I would recommend avoiding pirate capitals as a beginner since they can struggle to move.

Supercarriers are much more popular due to their wide availability. Unfortunately, the profit margins have gotten somewhat worse as super prices have decreased since their highs in 2024. Below is the current math for a Hel/Nyx:

Super			
Item Purchase Cost	$	40,000,000,000.00	
			Markup
Total Hypernet Price:	$	64,000,000,000.00	60%
Total Nodes:		512	
Node Price:	$	125,000,000.00	
Fee:	$	3,200,000,000.00	
Hypercore cost:	$	1,491,200,000.00	1 core per 10m
# of nodes to Purchase		200	
Node Purchase Cost	$	25,000,000,000.00	Win Chance
			39%
Total listing and half node purchase cost:	$	26,491,200,000.00	
Amount received when complete:	$	60,800,000,000.00	
Profit if won:	$	18,308,800,000.00	
Profit if Lost:	$	(5,691,200,000.00)	
# of nodes to Rebate:		128	
Rebate %:		100%	
Total Rebate:	$	16,000,000,000.00	

Supers are a good item to start netting once you understand how rebates work.

Titans or uniques like AT ships can be difficult to move due to their high cost. Roughly 90% of the time these require a rebate to successfully close.

Part 2: Hosting

2.1 Creating your own Hypernets

There is a large psychological aspect in the color of nodes and which sells better. Players are more likely to perceive green ones as "good value" and buy them over white. or especially red, nodes. For items with no est. value, players see 'Est. Value: Unknown' and generally do not care about the node price unless it is an obvious rip-off (E.G: a BPC being listed at a 1000% markup). This can be taken advantage of, and is why super capitals and uniques usually have markups ranging anywhere from 50% to 70%+.

2.2 Rebates

A rebate is the tool that allows for large income gains on the net. Put simply: A rebate is a reimbursement on a set number of nodes at a set amount that is agreed upon between the net hoster. The rebate is ONLY paid out if the hoster **holds**, unless agreed on otherwise. This is usually 12.5-25% of total nodes.

On a 512-node net with a total price of 100b the hoster would offer a 100% rebate on 64-128 nodes. This would be 12.5-25b total being reimbursed. It's important to factor rebates into your P&L as they can be a valuable tool for running large nets.

2.3 The Math

Recommended hypernet price can fluctuate due to what is considered a green, white, or red node. The following examples were created based off current prices, and it is always recommended that you verify the math yourself. Here are the numbers on a navy dreadnought:

Navy Dread			
Item Purchase Cost	$	3,600,000,000.00	
Total Hypernet Price:	$	5,300,000,000.00	47%
Total Nodes:		512	
Node Price:	$	10,351,562.50	
Fee:	$	265,000,000.00	
Hypercore cost:	$	196,100,000.00	1 core per 10m
# of nodes to Purchase		200	
Node Purchase Cost	$	2,070,312,500.00	Win Chance:
			39%
Total listing and node purchase cost:	$	2,266,412,500.00	
Amount received when complete:	$	5,035,000,000.00	
Profit if won:	$	2,768,587,500.00	
Profit if Lost:	$	(831,412,500.00)	

You purchase the dread for 3.6 billion, and list it on the net for 5.3b. You buy 200 of your own nodes, giving a 39% chance of winning it back. While this may seem like low odds, you are only losing 831 million per loss, versus a 2.7b gain per win. One win provides enough profit to cover 4 losses, so you only need to win one out of every four nets to consistently see profit. While it is by no means impossible to go on a 4+ loss-streak, the overall math is in your favor. This is a successful strategy to grow your wallet when starting with <10b isk.

The profit margins start to grow as you move into larger nets with offer rebates. For example, on a supercarrier, the numbers are as follows:

Super			
Item Purchase Cost	$	40,000,000,000.00	
			Markup
Total Hypernet Price:	$	64,000,000,000.00	60%
Total Nodes:		512	
Node Price:	$	125,000,000.00	
Fee:	$	3,200,000,000.00	
Hypercore cost:	$	1,491,200,000.00	1 core per 10m
# of nodes to Purchase		200	
Node Purchase Cost	$	25,000,000,000.00	Win Chance
			39%
Total listing and half node purchase cost:	$	26,491,200,000.00	
Amount received when complete:	$	60,800,000,000.00	
Profit if won:	$	18,308,800,000.00	
Profit if Lost:	$	(5,691,200,000.00)	
# of nodes to Rebate:		128	
Rebate %:		100%	
Total Rebate:	$	16,000,000,000.00	

Since supers are much more expensive, they usually require a rebate to successfully close. The profit number in the screenshot considers the 16b rebate. Keep in mind that rebates are only paid out if you hold!

The pinnacle of what I would call ‘standard’ nets are titans. While AT ships can have huge profit margins they can be very hit or miss due to niche knowledge or limited awareness of prices. Comparatively, everyone knows what a titan is and wants one. Here’s the math:

Titan			
Item Purchase Cost	$	140,000,000,000.00	
			Markup
Total Hypernet Price:	$	235,000,000,000.00	68%
Total Nodes:		512	
Node Price:	$	458,984,375.00	
Fee:	$	11,750,000,000.00	
Hypercore cost:	$	5,475,500,000.00	1 core per 10m
# of nodes to Purchase		200	39%
Node Purchase Cost	$	91,796,875,000.00	
Total listing and half node purchase cost:	$	97,272,375,000.00	
Amount received when complete:	$	223,250,000,000.00	
Profit if won:	$	67,227,625,000.00	
Profit if Lost:	$	(14,022,375,000.00)	
# of nodes to Rebate:		128	
Rebate %:		100%	
Total Rebate:	$	58,750,000,000.00	
Rebater profit:	$	-	

Part 3: Safety and Advertising

3.1 Things to beware of

As with all things in Eve, beware of scammers. As long as you stick to doing trades / taking rebates with reputable players in the gambling channels, you should be safe from getting scammed.

3.2 Resources

“The Hyper Nexus” – Gambling channel

“Degen Gambling” – Gambling channel

Degen Gambling Discord link: https://discord.gg/XbAVRu46xd